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1 [Parallel discrete event simulation](#)



Richard M. Fujimoto

October 1990 **Communications of the ACM**, Volume 33 Issue 10

Publisher: ACM Press

Full text available: [pdf\(7.32 MB\)](#)
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Parallel discrete event simulation (PDES), sometimes called distributed simulation, refers to the execution of a single discrete event simulation program on a parallel computer. PDES has attracted a considerable amount of interest in recent years. From a pragmatic standpoint, this interest arises from the fact that large simulations in engineering, computer science, economics, and military applications, to mention a few, consume enormous amounts of time on sequential machines. From an acad...

2 [How using busses in multicomputer programs affects conservative parallel simulation](#)



Mary L. Bailey, Michael A. Pagels, Kachung Kevin Wong

July 1993 **ACM SIGSIM Simulation Digest, Proceedings of the seventh workshop on Parallel and distributed simulation PADS '93**, Volume 23 Issue 1

Publisher: ACM Press

Full text available: [pdf\(932.57 KB\)](#)
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In this paper we consider the effect of using bus interconnection structures on the overheads present in conservative parallel simulations of multicomputer programs. We use a modified version of the Poker Programming Environment to empirically measure the overhead in three parallel algorithms using buses. We discuss the sources of overhead and compare them with those found using point-to-point communication. Preliminary results indicate that the overheads encountered using a bus interconnec ...

3 [A program-driven simulation model of an MIMD multiprocessor](#)

Fredrik Dahlgren

April 1991 **Proceedings of the 24th annual symposium on Simulation ANSS '91**

Publisher: IEEE Computer Society Press

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1 [The state of the art in automating usability evaluation of user interfaces](#)



Melody Y. Ivory, Marti A Hearst

December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4

Publisher: ACM Press

Full text available: [pdf\(2.31 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Usability evaluation is an increasingly important part of the user interface design process. However, usability evaluation can be expensive in terms of time and human resources, and automation is therefore a promising way to augment existing approaches. This article presents an extensive survey of usability evaluation methods, organized according to a new taxonomy that emphasizes the role of automation. The survey analyzes existing techniques, identifies which aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automation, web interfaces

2 [Human-computer interface development: concepts and systems for its management](#)



H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Publisher: ACM Press

Full text available: [pdf\(7.97 MB\)](#)

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Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

3 [The design of history mechanisms and their use in collaborative educational simulations](#)



Catherine Plaisant, Anne Rose, Gary Rubloff, Richard Salter, Ben Shneiderman

December 1999 **Proceedings of the 1999 conference on Computer support for**